

CLAIMS AMENDMENTS

1 – 20 (Canceled)

21 (Currently Amended) A gaming device configured to allow a player to play a primary game and a bonus countdown game, ~~the bonus said countdown~~ game comprising:

(a) a ~~countdown indicator~~ first bonus game display operably disposed in said gaming device comprising a plurality of stop positions all of which are visible and configured such that ~~a single~~ each stop position may be visually indicated, said ~~countdown indicator~~ first bonus game display changeable from one indicated stop position to another indicated stop position upon an occurrence of a game event generated by said primary game, and further configured such that each stop position is either a winning stop position or a non-winning stop position with at least one stop position being a winning stop position;

(b) a ~~prize value indicator~~ second bonus game display operably disposed in said gaming device comprising a plurality of values configured such that a single value may be visually indicated, said ~~prize value indicator~~ second bonus game display changeable from one indicated value to another indicated value upon occurrence of said game event, said indicated prize value being addable to be added into an accumulated prize value when said first bonus game display is in a winning stop position;

(c) a ~~countdown-indicator-adjuster~~ third bonus game display operably disposed in said gaming device configured to be able to indicate one of a plurality of stop adjustments and further where said indicated stop adjustment is useable to change said first bonus game display ~~countdown-indicator~~ from one indicated stop position to another indicated stop position in accordance with said indicated stop adjustment and upon occurrence of said game event; and

(d) a fourth bonus game display operably disposed in said gaming device configured to indicate an ~~said~~ accumulated prize value, said accumulated prize value ~~awarded becoming awardable to said player~~ when a winning stop position is indicated by said first bonus game display ~~countdown-indicator at a final position.~~

22 (Canceled)

23 (Currently Amended) The gaming device of claim 21, wherein said plurality of stop positions further comprises an initial stop position, and where said first bonus game display is ~~countdown-indicator~~ further configured to reset to said initial stop position when said primary game generates a non-triggering game event.

24 (Currently Amended) The gaming device of claim 21, wherein said first bonus game display ~~countdown-indicator~~ is further configured to adjust a predetermined number of stop positions when said primary game generates a triggering game event.

25 (Currently Amended) The gaming device of claim 21, wherein said plurality of stop positions further comprise an initial stop position; and a final stop position;~~and where all stop positions form a fixed sequence of stop positions from said initial stop position to said final stop position;~~ and where stop positions that are not said initial stop position or said final stop position are sequenced between said initial stop position and said final stop position and where said final stop position is a winning stop position.

26 (Canceled)

27 (Currently Amended) The gaming device of claim 21, wherein said ~~prize value indicator~~ second bonus game display changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on a random event.

28 (Currently Amended) The gaming device of claim 21, wherein said ~~prize value indicator~~ second bonus game display changeable from one indicated value to another indicated value upon occurrence of said game event further comprises initiating said changing of indicated values when said game event occurs, and where said another indicated value is based on a result as drawn from a finite pool of outcomes.

29 - 30 (Canceled)

31 (Currently Amended) The gaming device of claim 21, wherein said ~~countdown~~ ~~indicator adjuster~~ third bonus game display configured to be able to change said ~~countdown indicator~~ first bonus game display from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on a random event.

32 (Currently Amended) The gaming device of claim 21, wherein said ~~countdown~~ ~~indicator adjuster~~ third bonus game display configured to be able to change said ~~countdown indicator~~ first bonus game display from one indicated stop position to another indicated stop position upon occurrence of said game event further comprises initiating said changing of indicated stop positions when said game event occurs, and where said another indicated stop position is a stop position selected based on a predetermined result as drawn from a finite pool of outcomes.

33 (Canceled)

34 (Currently Amended) The gaming device of claim 21, wherein said ~~countdown~~ bonus game is configured to determine the a next stop position of on said ~~countdown indicator~~ first bonus game display only after said ~~countdown indicator adjuster~~ third bonus game display has been used to ~~adjusted~~ adjust said ~~countdown indicator~~ first bonus game play.

35 (Currently Amended) The gaming device of claim 21, wherein said ~~countdown~~ indicator first bonus game display comprises a first wheel, said ~~prize value indicator~~ second bonus game display comprises a second wheel, and said ~~countdown indicator~~ adjuster third bonus game display comprises a third wheel.

36 (Currently Amended) The gaming device of claim 35, wherein said ~~countdown~~ bonus game further comprises a payline indicator across each of said first, second and third wheels.

37 – 59 (Canceled)

60 (Currently Amended) A method of playing a gaming device having a primary game and a ~~countdown~~ bonus game, the ~~countdown~~ bonus game having a first bonus game display operably disposed in the gaming device and ~~countdown indicator~~ comprising a plurality of stop positions all of which are visible and further where one of said stop positions is visually distinguished from other stop positions and each stop position is either a winning or a non-winning stop position, and where said plurality of stop positions includes at least one winning stop position ~~including at least one winning stop position and at least one non-winning stop position, said~~ the method comprising:

having a starting stop position visually distinguished on said first bonus game display;

adjusting said visually distinguished stop position on said first bonus game display
~~countdown indicator~~ to a next visually distinguished ~~a predetermined number of stop~~
position when a triggering event occurs on the primary game;

indicating a prize value from a plurality of prize values using a second bonus game
display operably disposed in said gaming device and further making said indicated prize
addable to an aggregated value when said first bonus game display is in a winning stop
position;

~~— aggregating said indicated prize value into an aggregated prize value;~~

indicating a stop adjustment from a plurality of stop adjustments, said stop
adjustment ~~indicating a number of stop positions~~ used to adjust visually distinguish a
play-end stop position on said ~~countdown indicator~~ first bonus game display, where said
stop adjustment is displayable using a third bonus game display operably disposed in said
gaming device; and

~~adjusting said countdown indicator according to said indicated stop adjustment;~~

~~determining a “final” stop position of said countdown indicator ; and~~

aggregating said indicated prize value into an aggregated prize value and
displaying said aggregated prize value using a fourth bonus game display operably
disposed in said gaming device;

awarding said aggregated prize value when said ~~“final”~~ visually distinguished
play-end stop position of said ~~countdown indicator~~ is a ~~“winning”~~ winning stop position.

61 (Currently Amended) The method of claim 60, wherein said first bonus game display countdown indicator further comprises an “~~initial~~” initial stop position.

62 (Currently Amended) The method of claim 61, further comprising resetting said first bonus game display countdown indicator to said “~~initial~~” initial stop position and said accumulated prize value to zero after awarding said accumulated prize value.

63 (Current Amended) The method of claim 61, further comprising resetting said first bonus game display countdown indicator to said “~~initial~~” initial stop position and said accumulated prize value to zero when a non-triggering event occurs on the primary game.

64 (Currently Amended) The method of claim 61, further comprising resetting said first bonus game display countdown indicator to said “~~initial~~” initial stop position and said accumulated prize value to zero when said indicated stop adjustment is a reset stop adjustment.

65 (Original) The method of claim 60, further comprising indicating said accumulated prize value via a prize display.

66 (Currently Amended) A gaming device configured to allow a player to play a primary game and a secondary game, said secondary game comprising:

a first, a second, and a third concentrically mounted wheel, each wheel having a plurality of stop positions located at an approximately equal distance from a center axis and further such that each wheel's stop locations are visible to a player and where said approximately equal distance is a different approximately equal distance for each wheel ~~are visually distinct from each other wheel's stop locations~~, and where said secondary game further comprises at least one indicator configured to visually ~~indicating~~ indicate a stop position on each of said wheels;

where said first ~~wheel~~ wheel's ~~is a countdown wheel~~ stop positions are positioned along a circumference approximating said distance from said center axis and is rotatable such that said indicator may visually indicate a next stop position after rotating upon an occurrence of a game event generated by said primary game, and where each of said plurality of stop positions is identified either as a winning stop position or a non-winning stop position;

where said second ~~wheel~~ wheel's stop positions are positioned along a circumference approximating said distance from said center axis and where each stop position corresponds to ~~is a prize value wheel~~ and is rotatable such that said indicator may visually indicate ~~a next stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further~~ comprises a prize value, and where said prize value is addable ~~added~~ to an accumulated prize value in accordance with said prize value ~~of said next stop position~~;

where said ~~third wheel~~ wheel's stop positions are positioned along a circumference approximating said distance from said center axis and a countdown adjuster wheel and is rotatable such that said indicator may visually indicate a ~~next~~ stop position after rotating upon said occurrence of said game event generated by said primary game, and where each of said stop locations further comprises one of a number of stop positions usable to rotate said first wheel, or, a number of stops positions and a direction usable to move said first wheel; and

an accumulated prize value display operably disposed in said gaming device configured to indicate said accumulated prize value, said accumulated prize value ~~awarded~~ awardable to a player when said countdown indicator stops on a winning stop position.

67 (Currently Amended) The gaming device of claim 66, wherein said plurality of stop positions on said first ~~countdown~~ wheel further comprises an initial position, said first ~~countdown~~ wheel further configured to reset to said initial position when said primary game generates a non-triggering game event.

68 (Currently Amended) The gaming device of claim 66, wherein said first ~~countdown~~ wheel is further configured to rotate a predetermined number of stop positions when said primary game generates a triggering game event.

69 – 72 (Canceled)

73 (Currently Amended) The gaming device of claim 66, wherein said secondary game's stop position indicator further comprises a single payline indicator across said first countdown wheel, said second prize value wheel, and said third countdown adjuster wheel.

74-86 (Canceled)

87 (New) The gaming device of claim 21, wherein said first bonus game display, said second bonus game display, said third bonus game display, and said fourth bonus game display are all visually shown on a single video screen operably disposed in said gaming device.

88 (New) The method of claim 60, wherein said first bonus game display, said second bonus game display, said third bonus game display, and said fourth bonus game display are all visually shown on a single video screen operably disposed in said gaming device.